LISTING OF THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Presented) A method of communicating in a wireless network, comprising:

pre-allocating, to a packet-switched real-time, interactive communications application, resources of at least one node of the wireless network, the pre-allocated resources comprising resources normally allocated in response to a call setup request, wherein the pre-allocated resources include resources relating to a link with a predetermined quality of service;

receiving a first call setup request after pre-allocating the resources; and

establishing, in response to the first call setup request, a packet-switched real-time, interactive communications session through the wireless network using the pre-allocated resources of the at least one node.

2. (Original) The method of claim 1, wherein pre-allocating the resources comprises pre-allocating resources of one of a base transceiver system and base station controller.

3. (Original) The method of claim 1, wherein pre-allocating the resources comprises pre-allocating resources of a packet data serving node.

4. (Original) The method of claim 1, wherein pre-allocating the resources comprises pre-allocating resources of at least one of a press-to-talk server, voice-over-Internet Protocol server, and a call session control function module.

5. (Previously Presented) The method of claim 1, wherein pre-allocating the resources further comprises allocating the link between the at least one node and a second node in the wireless network to carry call control packets for the packet-switched real-time, interactive communications application, wherein the link comprises a dedicated channel.

6. (Original) The method of claim 5, wherein allocating the dedicated channel between the at least one node and the second node in the wireless network to carry packets for the packet-switched real-time, interactive communications application comprises allocating one of a T1/E1 trunk, Ethernet link, and IP route.

7. (Previously Presented) The method of claim 1, wherein pre-allocating the resources comprises pre-allocating binding information of a mobile station, the binding information to establish a relationship between a radio domain and a packet domain, the method further comprising:

storing the binding information in a base station controller; and

using the binding information stored in the base station controller for establishing the packet-switched real-time, interactive session in response to the first call setup request.

8. (Previously Presented) The method of claim 7, wherein pre-allocating the resources comprises pre-allocating user-related information of a mobile station, the method further comprising:

storing the user-related information in the base station controller, wherein the user-related information indicates the predetermined quality of service assigned to the mobile station; and

using the user-related information stored in the base station controller for establishing the packet-switched real-time, interactive session in response to the first call setup request.

9. (Previously Presented) The method of claim 1, wherein pre-allocating the resources comprises pre-allocating binding information of a group of mobile stations, the method further comprising:

storing the binding information in a base station controller, wherein the binding information is to establish a relationship between a radio domain and a packet domain; and

using the binding information stored in the base station controller for establishing the packet-switched real-time, interactive session in response to the first call setup request.

10. (Original) The method of claim 1, further comprising:

in response to an event, a management system sending a request to pre-allocate resources to the at least one node,

wherein pre-allocating the resources is performed in response to the request to pre-allocate.

11. (Original) The method of claim 10, wherein sending the request to pre-allocate is performed during a provisioning process.

12. (Original) The method of claim 1, wherein pre-allocating the resources is performed in response to initiation of a mobile station.

13. (Previously Presented) A system comprising:

an interface to a communications network; and

a controller coupled to the interface to:

receive a request to pre-allocate call setup resources in the system to a packet-switched real-time, interactive application;

in response to the request, pre-allocate the call setup resources in the system, wherein the call setup resources enable the establishment of an Internet Protocol (IP) route having a particular quality of service;

receive a call setup request after pre-allocating the call setup resources; and

in response to the call setup request, set up a packet-switched real-time, interactive communications session using the pre-allocated call setup resources.

14. (Original) The system of claim 13, wherein the pre-allocated call setup resources include at least one of hardware, software, and communications elements of the system, wherein the pre-allocated call setup resources enable avoidance of allocating the pre-allocated call setup resources during a call setup procedure in response to the call setup request.

15. (Previously Presented) The system of claim 13, wherein the pre-allocated call setup resources include at least one of user-related information, binding information, and mobility information, the system further comprising a storage to store the at least one of user-related information, binding information, and mobility information,

the controller to set up the packet-switched real-time, interactive communications session in response to the call setup request using the at least one of the user-related information, binding information, and mobility information.

16. (Original) The system of claim 13, wherein the pre-allocated call setup resources further comprise a dedicated channel between the system and another node in a wireless network.

17. (Original) The system of claim 13, comprising one of a base transceiver system, base station controller, and packet data serving node of a wireless network.

18. (Original) The system of claim 13, wherein the packet-switched real-time, interactive application comprises at least one of a press-to-talk application, voice-over-Internet Protocol application, text chat application, and instant messaging application.

19. (Previously Presented) An article comprising at least one storage medium containing instructions that when executed cause a system to:

receive a request to pre-allocate resources for a packet-switched real-time, interactive application, the pre-allocated resources normally allocated during a call setup procedure, wherein the pre-allocated resources enable avoidance of allocating the resources during a call setup procedure, wherein the pre-allocated resources include resources related to a link with a predetermined quality of service;

in response to the request, pre-allocate the resources and store information pertaining to the pre-allocated resources in a storage; and

subsequent to pre-allocating the resources, process a call setup request using the pre-allocated resources.

20. (Original) The article of claim 19, wherein the pre-allocated resources include at least one of user-related information, binding information, and mobility information, wherein the system comprises a base station controller having the storage to store the at least one of the user-related information, binding information, and mobility information.

21. (Previously Presented) The article of claim 19, wherein the link includes an Internet Protocol (IP) route having the predetermined quality of service.